

Study Guide Holt Physics Chapter 3—Two-dimensional Motion and Vectors

I. Section 3-1—Introduction to Vectors

A. Scalars and Vectors

1. Magnitude and Direction

- In chapter 2 we discussed velocity. Velocity has both a magnitude and a direction.
- Magnitude**: a measurement represented by a number (e.g. -12 meters/second)
- Direction**: an indication of orientation. For velocities we use a positive number for right or up and a negative number for left or down.

2. Velocity is an example of a **VECTOR**. Vectors always have both a direction and a magnitude

- Vectors are differentiated from scalars in your book by using **BOLD** type.
- Vectors are also represented by arrows. The longer the arrow the more magnitude the vector has.

3. Speed is an example of a **SCALAR**. Scalars only have a magnitude.

B. Properties of vectors

1. Vectors can be added graphically

- When adding vectors, you must make sure that they have the same units and describe similar quantities.
- The answer found by adding vectors together is called the **resultant**.



Figure 3(a)



Figure 3(b)

- Vectors can only be moved parallel to themselves in a diagram. (see fig 3.3 on p.86)

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